

**IN THE CLAIMS:**

Please amend the claims as follows:

1. (Currently amended) A method for providing transportable character-centric gaming at a wireless access to a user comprising the steps of:
  - providing a first gaming server at a ~~first~~ wireless access, wherein the first gaming server is accessible from the wireless access;
  - providing at least one first selectable game at said first gaming server having at least one savable character;
  - providing at least one selectable gaming environment on the first gaming server;
  - providing the ability to enter the saved character for play in the selected gaming environment;
  - providing the capability to select to save ~~the~~ a savable character at an arbitrary point in the first game onto a transportable storage medium to retain a current saved character, wherein the current saved character is loadable for play in a second game independent of said first game;
  - saving the selected savable character onto the transportable storage medium; and
  - providing the ability to transport the ~~savable~~ saved character from the first gaming server to a second gaming server.
2. (Cancelled)
3. (Previously presented) The method of claim 1, wherein the first and second games are different.
4. (Previously presented) The method of claim 1, wherein the second game is provided at a second gaming server, wherein the first gaming server and the second gaming server are different.
5. (Previously Presented) The method of claim 1, further comprising the steps of:
  - determining if a previously saved character exists for the selectable game which is desired to

be used,

wherein if a previously saved character exists further comprising the steps of entering (207) the previously saved character for use in the selectable game; and

wherein if a previously saved character does not exist, further comprising the step of allowing play (209) of the selectable game with a game-provided character.

6. (Previously Presented) The method of claim 1, further comprising the steps of:

determining if a previously saved character exists for the selectable game,

wherein if a previously saved character exists for the selectable game, further comprising the steps of:

determining if the previously saved character is desired to be deleted and replaced with the current saved character,

wherein if said previously saved character is desired to be deleted and replaced with the current saved character, further comprising the steps of

determining the previously saved character to be deleted, replacing the deleted previously saved character with the current saved character; and

wherein if said previously saved character is not desired to be deleted and replaced with the current saved character, further comprising the steps of

allowing the current saved character to be saved and retaining the previously saved character; and

wherein if a previously saved character for the selected game does not exist, further comprising the steps of allowing the current character to be saved.

7. (Original) The method of claim 1, wherein the transportable medium comprises at least one of a laptop, PDA, floppy disk and compact disk.

8. (Cancelled)

9. (Currently amended) The method of claim 1, wherein the second gaming server includes the second game and at least one second gaming environment, further comprising the steps of:

~~providing a second gaming server including the second game and at least one second gaming environment;~~

providing the ability to access the second gaming server;

providing the ability to select at least one of the second game or the second gaming environment on the second gaming server;

providing the ability to load the saved character from the transportable medium onto the second gaming server; and

providing the ability to load the saved character for play in the at least one selected second game or second gaming environment.

10. (Cancelled)

11. (Currently amended) A method for providing transportable character-centric gaming comprising the steps of:

providing at least one first selectable game having at least one savable character, wherein said savable character is savable independent of the first game;

providing at least one first gaming environment on the first gaming server;

providing the capability to select to save the at least one savable character at an arbitrary point in the at least one first game onto a transportable storage medium to form a saved character;

saving the selected savable character onto the transportable storage medium;

providing the capability to select to load the saved character for play in at least one of said first selectable game or other games, wherein the saved character is loadable for play independent of said first game;

loading the selected saved character in the selected game; and

providing the ability to transport the savable character from the first gaming server to a second gaming server.

12. (Previously presented) The method of claim 11, further comprising the step of providing a first gaming server and a first wireless local area network hotspot, wherein the first game is provided on the first gaming server at the first wireless local area network hotspot.

13. (Previously Presented) The method of claim 12, further comprising the step of providing a second game, a second gaming server and a second wireless local area network, where the second game is provided on the second gaming server at the second wireless local area network.

14. (Cancelled)

15. (Previously Presented) The method of claim 13, further comprising the step of providing at least one second gaming environment on the second gaming server.

16. (Currently amended) The method of claim ~~14~~ 11, further comprising the steps of:  
providing the ability to select at least one of the first game or the first gaming environment for play; and  
providing the ability to load the saved character for play in the at least one selected first game or gaming environment.

17. (Previously Presented) The method of claim 15, further comprising the steps of:  
providing the ability to select at least one of the second game or the second gaming environment for play; and  
providing the ability to load the saved character for play in the at least one selected second game or second gaming environment.

18. (Original) The method of claim 11, wherein said other games comprise games independent of said first game.

19. (Previously Presented) The method of claim 11, further comprising the steps of:  
determining if a previously saved character exists which is desired to be used for the selectable game,  
wherein if a previously saved character exists which is desired to be used for the selectable game, further comprising the step of  
entering the previously saved character for use in the selected game, and

wherein if a previously saved character which is desired to be used for the selectable game does not exist, further comprising the step of  
allowing play of the selectable game with a game-provided character.

20. (Currently amended) A device comprising:

a medium adapted to ~~store~~ save a savable gaming character at an arbitrary point in a first ~~game~~ gaming environment accessed wirelessly from a first gaming service, wherein the saved character is loadable for play in a second ~~game~~ gaming environment independent of said first ~~game~~ gaming environment and transportable from a first gaming server to a second gaming server.